

## **SILICON VALLEY SPACE STATION**

For more information contact:  
Amy Curtin International PR Executive.  
Tel: (44) 01753 854 444  
Amy.curtin@take2europe.com

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For immediate release:

It was towards the end of the year 3741 that the Space Station Silicon Valley wandered back into the solar system. The Silicon Valley Project had been mankind's first attempt to produce intelligent, self-replicating, evolving machines. Too dangerous to be conducted on Earth, huge orbiting Space Stations were created to house the fabulously expensive new technology needed to grow your own Robots. The flagship station was named "Silicon Valley". It was built in 2701 and, seven minutes after being launched, it vanished.

Now it was back!

Sensors on Earth showed power and movement on board the ancient station. The World Government sent a crack troop of marines aboard. They vanished! So they sent another troop. They vanished! Fourteen crack troops later, the government started to realise they might have a problem. They needed somebody expendable (and cheap). Enter Dan Danger and EVO. The bravest and most affordable heroes Earth has to offer.

The player controls "EVO" and advanced systems robot with a staggeringly high I.Q. Unfortunately, due to an accident upon entering the station, the only surviving part of EVO is his High Impact "Black Box" Memory Chip. There's a slight problem however. In the thousands years since the space station went missing, the tiny Nanobots who were created at the beginning of the project have slowly evolved and grown. Now only the most vicious and competitive have survived.

EVO's task is to explore each of the unique environments and try to unlock the mysteries at the heart of Silicon Valley. Over 50 levels of 3 dimensional, fully textured landscapes.

In order to survive EVO must adapt to each environment. This means learning the skills and abilities of the creatures found in each environment. If EVO can beat one of the station's robotic creatures in a

fight, then he can take it over and use it's special abilities.

Being robots, each of the creatures has skills that you, err... wouldn't see on Earth! Rabbits with helicopter ears, dogs with wings, hod-rodging tortoises, rocket equipped foxes and juggling bears (no, we don't know why) are all featured within Silicon Valley. If EVO has the skill and courage to face them, then he can explore the high reaches of the space station canopy, crawl through the air-conditioning vents and sewer systems or race across open plains.

Designed entirely by DMA Design, Space Station Silicon Valley will become the new standard in N64 bit gameplay.

### **Game Features:**

Over forty different creatures  
90 different skills to be fought and mastered  
Gorgeous three dimensional levels to be discovered and explored  
Incredible dynamic water and lighting effects  
Platform / adventure / racing and RPG elements crammed into one amazing game  
Dozens of environments including Grassland, Desert, Arctic, Underwater and Space Station levels  
Polar Bears with Caterpillar tracks  
More fun than you could shake a peacock at  
Foxes with rockets  
4 Wheel drive lions  
An armour piercing tortoise  
Llama's with chainsaws (patent pending) Fun with weapons

**Published By Take 2 Interactive.  
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